```
ec::Shader
  + Shader()
  + ~Shader()
  + bind()
  + unbind()
  + setBool()
  + setInt()
  + setFloat()
  + setDouble()
  + setVec2()
  + setVec3()
  and 7 more...
ec::ShaderTimed
+ ShaderTimed()
+ ~ShaderTimed()
+ update()
```